

Software quality

General concepts

What is software quality?

There is NOT a unique answer



What are the characteristics
for high quality software?

- Different perspectives
- Different expectations

Different views

- Transcendental: no definition
 - ... quality is recognized if present!
- User: meeting users' needs
- Manufacturing: conformance to process standards
- Product: focus on internal characteristics
- Value-based: willingness to pay for the product

Another view classification

- Different people have different views
 - Role
 - Responsibilities
- People can be divided in two groups:
 - Consumers
 - Customers
 - Users
 - Producers
 - Development, management, maintenance, ...

External

Internal

Which are your expectations
as a consumer?

Consumer view

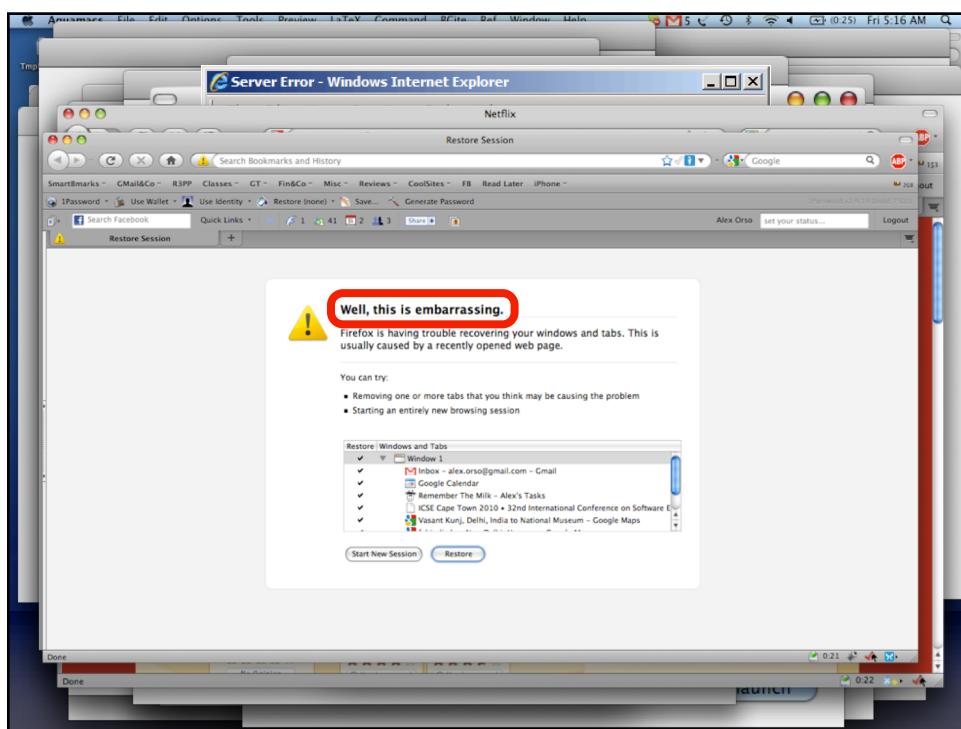
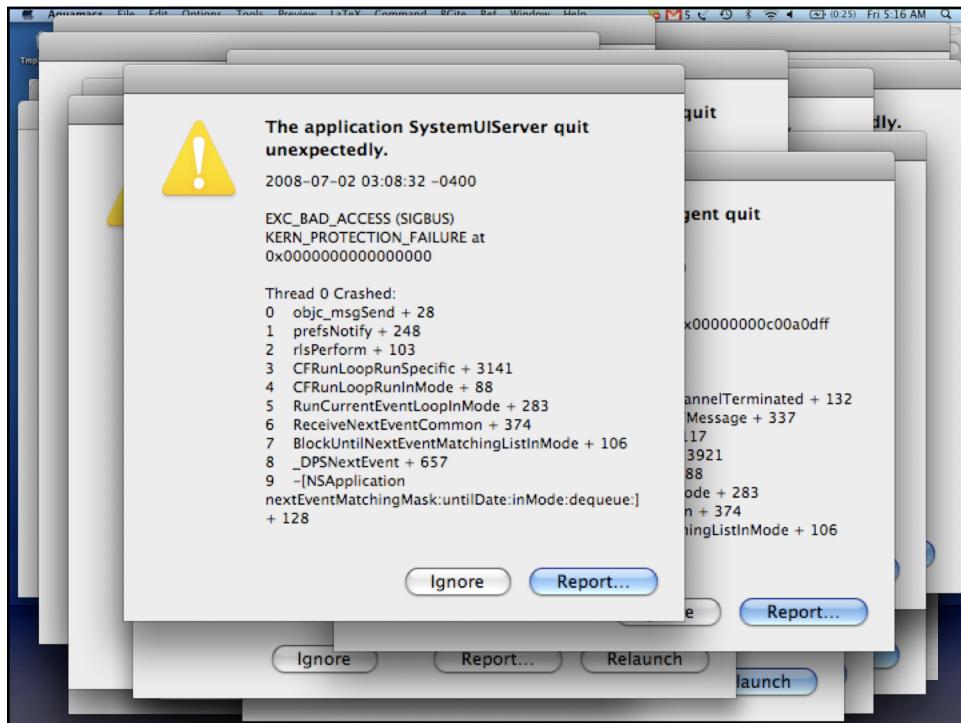
- Useful functions as specified
 - Fit user's needs
 - Functions pare performed reliably
- “Easy to use” and “easy to install”
 - number of steps
 - types of interfaces
 - time to learn/figure-out
 - ...
- Interoperability and adaptability
- Cost reasonable w.r.t the offered functionalities/services

Producer view

- Fulfillment of contractual obligation
 - System conforms to the user/customer specifications
- Adherence to software process and satisfaction of customer's expectation
- Usability, modifiability, maintainability, portability, etc.

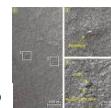
Correctness

- Commonly, quality is associated with correctness
- The software runs with few if any “problems”
 - during the operation
 - if a problem does occur, it has minimal impact to the operation

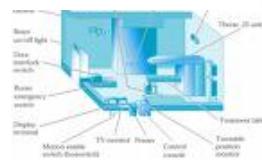


Spectacular Software Failures

- **NASA's Mars lander:** September 1999, crashed due to a units integration fault
Mars Polar Lander crash site?
- **THERAC-25 radiation machine :** Poor testing of safety-critical software can cost lives : 3 patients were killed
- **Ariane 5 explosion :** Millions of \$\$
- **Intel's Pentium FDIV fault :** Public relations nightmare



THERAC-25 design



Ariane 5

exception-handling bug : forced self destruct on maiden flight (64-bit to 16-bit conversion)

About 370 million \$ lost

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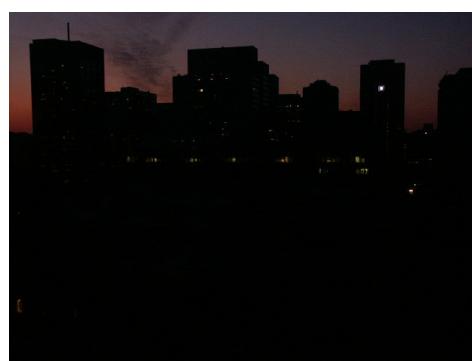
Northeast Blackout of 2003

508 generating units and 256 power plants shut down

Affected 10 million people in Ontario, Canada

Affected 40 million people in 8 US states

Financial losses of \$6 Billion USD



The alarm system in the energy management system failed due to a software error and operators were not informed of the power overload in the system

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Why is so difficult to build software?

- Complexity
 - No linear relation with size
 - Technical and management problems
- Conformity
- Changeability
- Invisibility

Solution

- High level languages
- Time-sharing
- Unified programming environment
- ...

There is no silver bullet



Software bugs are costing the U.S. economy an estimated \$60 billion each year. Improvements in verification and validation could reduce this cost by about a third (i.e., \$20 billion).

[NIST Estimated Planning Report 2002-10]

Costly Software Failures

- Huge losses due to web application failures
 - Financial services : \$6.5 million per hour (just in USA!)
 - Credit card sales applications : \$2.4 million per hour (in USA)
- In Dec 2006, *amazon.com*'s BOGO offer turned into a double discount
- 2007 : Symantec says that most security vulnerabilities are due to faulty software

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Software is Buggy!

- On average, 1-5 errors per 1KLOC
- Windows 2000
 - 35M LOC
 - 63,000 known bugs at the time of release
 - 2 per 1,000 lines

For mass market software 100% correct is infeasible,
but we must verify the SW as much as possible

Failure, Fault, Mistake

Failure

Observable incorrect behavior of a program. Conceptually related to the behavior of the program, rather than its code.

Fault (bug)

Related to the code. Necessary (not sufficient!) condition for the occurrence of a failure.

Mistake

Cause of a fault. Usually a human error (conceptual, typo, etc.)

Failure, Fault, Mistake: Example

1. **int double(int param) {**
2. **int result;**
3. **result = param * param;**
4. **return(result);**
5. **}**

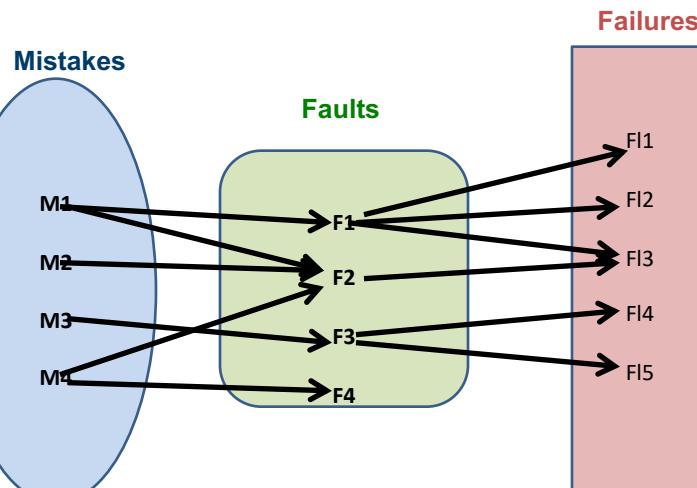
A call to double(3) returns 9

Result 9 represents a **failure**

Such failure is due to the **fault** at line 3

The **error** is a typo (hopefully)

Relation among mistake/fault/failure



Back to Consumer/Producer Views

	Correctness Attribute	Other Attributes
Consumer (external) View		
Producer (internal) view		

Back to Consumer/Producer Views

	Correctness Attribute	Other Attributes
Consumer (external) View	Failure related properties	- usability - performance - installability - readability etc.
Producer (internal) view		

“Correctness” centric properties

- Direct failure
 - Number of failures
 - Distribution of failures (by functional area; by types, etc.)
 - Defect source classifications
- Failure likelihood and reliability
 - Failure probability
 - Mean-time between failures
- Failure severity and safety
 - Failure fix (by recovery cost/length)
 - Failure impact (by user work arounds)

Back to Consumer/Producer Views

	Correctness Attribute	Other Attributes
Consumer (external) View	Failure related properties	<ul style="list-style-type: none"> - usability - performance - installability - readability etc.
Producer (internal) view		

Back to Consumer/Producer Views

	Correctness Attribute	Other Attributes
Consumer (external) View	Failure related properties	<ul style="list-style-type: none"> - usability - performance - installability - readability etc.
Producer (internal) view	Fault related properties	<ul style="list-style-type: none"> - design complexity - size - maintainability etc.

Finer grain view

- **Software Fault** : A static defect in the software
- **Software Failure** : External, incorrect behavior with respect to the requirements or other description of the expected behavior
- **Software Error** : An incorrect internal state that is the manifestation of some fault

Faults in software are equivalent to
design mistakes in hardware.
Software does not degrade.

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Example

- A patient gives a doctor a list of **symptoms**: failures
- The doctor tries to diagnose the root cause, the **ailment**: fault
- The doctor may look for **anomalous internal conditions**: errors

Most medical problems result from external attacks (bacteria, viruses) or physical degradation as we age.
Software faults were there at the beginning and do not “appear” when a part wears out.

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A Concrete Example

```

public static int numZero (int [ ] arr)
{ // Effects: If arr is null throw NullPointerException
  // else return the number of occurrences of 0 in arr
  int count = 0;
  for (int i = 1; i < arr.length; i++)
  {
    if (arr [ i ] == 0)
    {
      count++;
    }
  }
  return count;
}

```

Fault: Should start searching at 0, not 1

Test 1
[2, 7, 0]
Expected: 1
Actual: 1

Error: i is 1, not 0, on the first iteration
Failure: none

Test 2
[0, 2, 7]
Expected: 1
Actual: 0

Error: i is 1, not 0
Error propagates to the variable count
Failure: count is 0 at the return statement

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Quality = dealing with defects

- Prevention
 - Requirements
 - Model analysis
- Detection and removal
 - Inspection
 - Testing
- Containment
 - Monitoring

A general view (from our perspective)

- The software system must do what is required/expected.
 - Must do the “right” things
 - (Do not perform the wrong functions!)
- The software system must do the required functions correctly.
 - Must do the things “right”
 - (Do not perform the intended functions incorrectly!)
- ...

Approaches to Verification

- **Testing:** exercising software to try and generate failures
- **Static verification:** identify (specific) problems statically, that is, considering all possible executions
- **Inspection/review/walkthrough:** systematic group review of program text to detect faults
- **Formal proof:** proving that the program text implements the program specification

Comparison

Testing

- Pros: reveal failure
- Limits: small subset of the domain (=> risk of inadequate test set)

Static verification

- P: consider all program behaviors (and more)
- L: false positives, may not terminate

Review

- P: systematic in detecting defects
- L: informal

Proof

- P: prove correctness
- L: complexity/cost (requires a spec)